Poor Gamer's Almanac™

Vol. II - Issue 6
September 2005

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FEUDAL LORDS™
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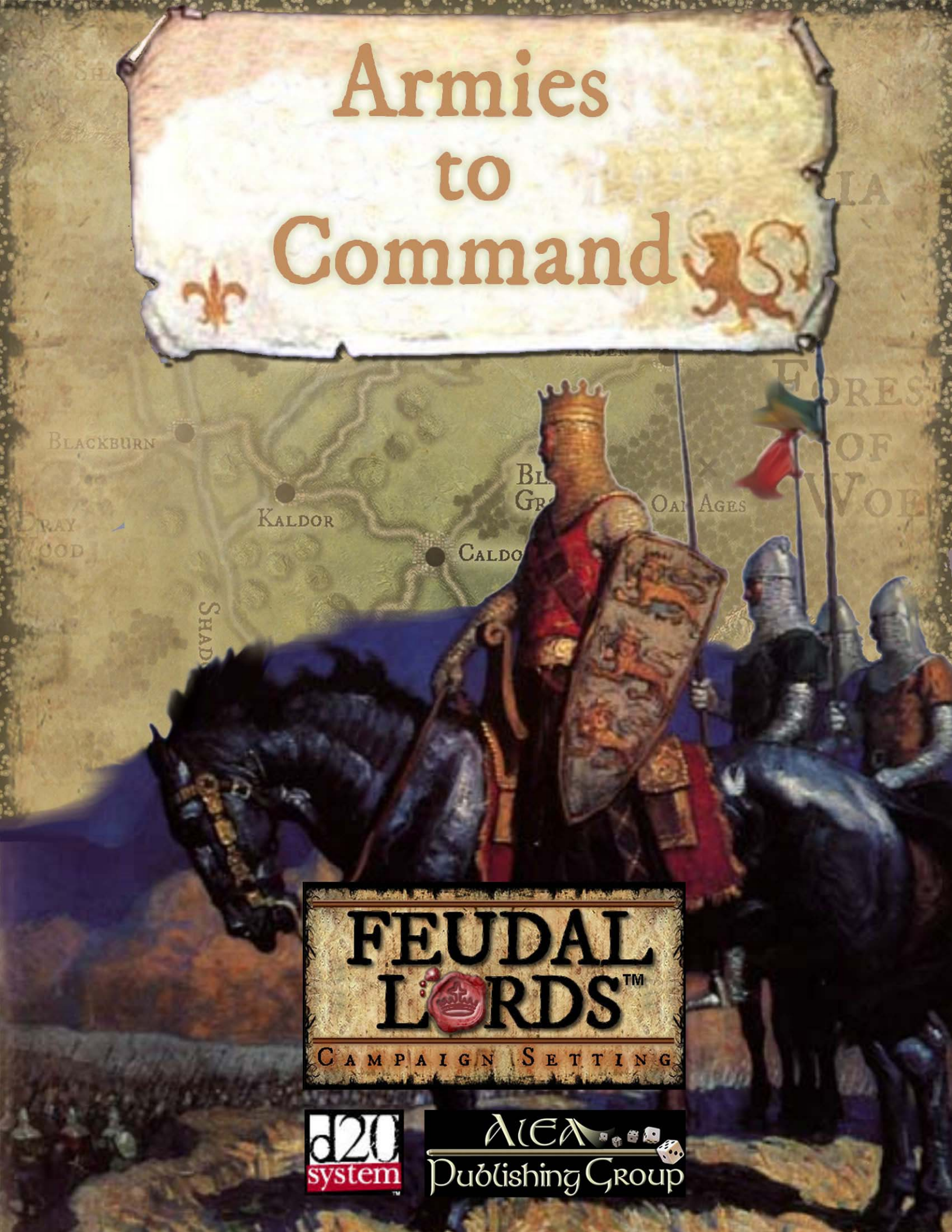
Caldor
Shadow River
Shadow Peaks
Lost Wood
Raven's Den
Elton
Woodmen's Hall
New Lands For The Taking

Armies to Command



Feudal Lords™

Campaign Setting

d20 system

AEG Publishing Group

Issue 6—September 2005

Alea Publishing Group

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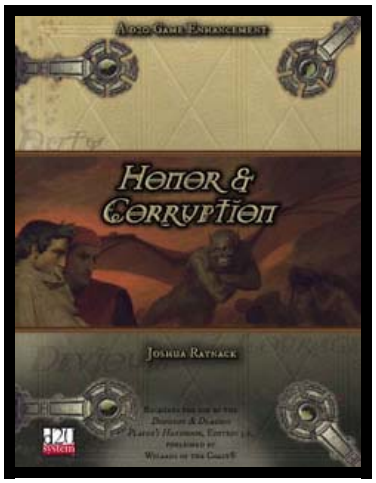
This month's cover art is done by Albert Penot. If you want to display your artwork as a cover or for future "Art Gallery" articles, please write to Joshua Raynack at pga@aleapublishing.com

We also like to thank UKG Publishing for their contributions for this month's issue of *Poor Gamer's Almanac.*

New Products from Alea Publishing Group



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Poor Gamer's Almanac

Thoughts From the Publisher

Well, as you can see, we have been cleaning house. *Poor Gamer's Almanac* has a new look. One of the main reasons for launching this e-magazine is to truly show what exactly is a .pdf (portable document format) and what it can do in lieu of a print product.

We know that there are many out there who have used the various free web enhancements the gaming community has to offer as well as other venues (like this one). But there are still many that haven't made the plunge into actually purchasing RPG e-books. And there has been good reason for that: product quality, the flooded D20 market (I mean how many feats or prestige classes does a Game Master or player really need), and overall lack of innovation.

However, there is a flip side—there are publishers out there that can capture your thoughts in a product or expand your imagination. There are products that allow you to become dedicated rather than committed (remember the chicken is dedicated, but the pig is committed) with relatively low prices comparatively to printed products. And most importantly, a lot of the small press RPG publishers are very much like you—ordering pizza game night, rolling some dice, cursing at the GM afterward, or praising him for a job well done. And along the way, they manage to sit down after work in order to try to share their own vision of what a RPG should be.

In an early *Dragon* magazine, I once read a letter to the editor about wanting to work for TSR. The response was that "there are more people that work at NASA as astronauts then there are working for TSR." Now they are as infinite as the stars thanks to the world wide web, leaving you as the navigator to infinite worlds.

Guide your ship once more among the small presses, be mindful for there are many treacherous paths, but enjoy those treasures that you do find and spread the word.

—Alea Publishing Group Staff

Help Us Fill This Section

This means you! Let this section grow into a Letters to the Editor section. Do you like what you see? Do you hate what you see? What would you like to see grace these pages?

So write our Editor and Public Relations guy, Cameron Guill, at:

pga@aleapublishing.com

Mailbag

Guys and gals,

I have a good handful of your e-mags and I really enjoy them. I can usually get something from each issue but I had to write about the Fatigue Feats. This was a GREAT idea and it was added to my game the second I finished the article. It should easily make the anthology. Keep it up and looking forward to #6.

Doug

Hey Doug,

Thanks for the comments and your input about our anthology. It will be a collection containing the year's best articles and should be out by the end of December or January. It will also offer a few expansions on the articles in question, so there might be a few more Fatigue feats to match the ones from the previous issue.

— Alea Publishing Group Staff

If there articles you want to see in the upcoming anthology of the *Poor Gamer's Almanac*, then don't hesitate in letting us know. Or if there is something you like to see, more this or that, write to us—for we will listen!

Spot Check

How well do you know your *Player's Handbook*? It has graced our gaming tables for a number of years; the pages worn, important chapters earmarked. Well, take a closer look at the cover. Now, listen carefully. Turn it upside down and focus in on the red and yellow gems—do you see it—the photographer of the cover is reflected in those plastic beauties. Thanks Mike Rollins for your amazing eye and writing to us. You certainly made a successful spot check.

Seen anything interesting lately that might interest fellow gamers? Write to us and let us know.

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Feudal Lords Workshop

By Joshua Raynack

This is the first of many articles discussing the upcoming *Feudal Lords Campaign Setting*™ from Alea Publishing Group. This will give you an opportunity to experience the creation aspect of a campaign setting and hopefully take a few things to your game table.

Low Magic World

The Feudal Lords Campaign Setting is not really a low magic campaign world in respects to drastic changes in game mechanics, however it certainly does have a low magic feel. So how did we do it? How did we capture a low magic feel without really restricting the abilities spell casters possess? Well, that is what this article discusses.

Role-Play

First, we looked at the basic reactions that people might exhibit should magic actually exist in the world. There was already a model to build upon—our own planet earth. The middle ages, which most fantasy campaigns is based around, was teeming with magicians, potions, charms, mystical superstitions, and ancient rituals to produce some supernatural effect. The problem is, magic doesn't exist in our world—but what if it did. How would people truly react.

Well, first we studied how people did react to the imaginary magic during the medieval period. Remember, in the medieval mindset, magic was real in all aspects and was used cautiously and often feared.

The Feudal Lords

What lord would want a serf practicing magic upon their land? Sure, nature magic might help the crops grow and the village prosper, but it could also be used to overthrow or challenge the manor lord. A particularly powerful magician could unseat generations of noble blood with one timely placed *fireball* or even bring a castle to its knees. Generally, medieval lords thrived on control and protection of the caste system, constantly reminding peasants of their place (heck, serfs couldn't leave their village without the lord's consent). The caste system was so rigid, that it continued on for several hundred years after the feudal system fell apart. In some areas of the world it still exists.

With this frame of mind, feudal lords or others in power within this setting are eager to suppress arcane magic lest it be too late to stop. Fledging wizards and sorcerers are treated with suspicion and watched extremely closely if not already under a lord's thumb.

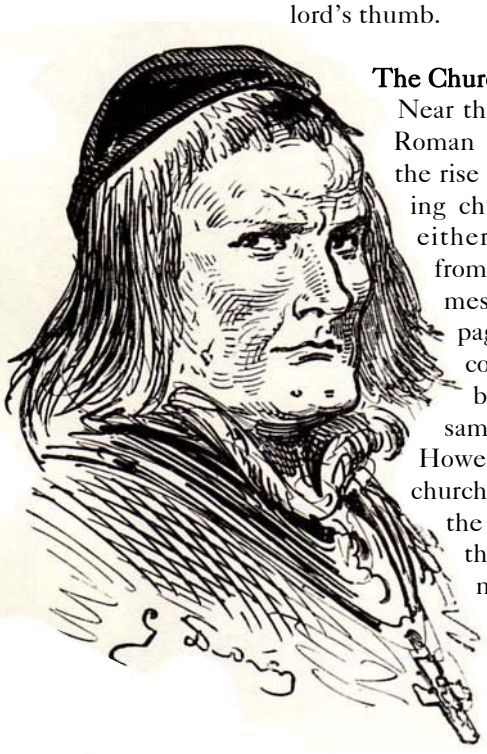


Illustration by Gustave Dore

The Church

Near the end of the Roman empire and the rise of the fledging church, magic, either coming from prophets, messiahs, or pagans, were considered to be from the same force. However, as the church progressed, the question of the nature of magic become a forefront in many theologians' minds.

It eventually came to be that all magic produced by saints, prophets, messiahs, and so forth was not magic at all, but something different: miracles. Those that did not fall within the church were unable to recreate miracles, but were able to produce

magic. Now that the distinctions between magic and miracles were solidified, the question remained as to who or what enabled people to use magic. The church deemed that it came from devils, demons, and fallen angels.

In the *Feudal Lords Campaign Setting*, we take the same approach. The church deems that divine spells are divinely inspired whereas arcane magic is fueled by demon, devils, and other neferious beings. It does not matter whether it is true or not. It only matters what is perceived by the almighty church.

In addition, there is only one dominant church whereas most of the old gods became either saints within the church or its followers deemed cultists and were hunted to destruction.

Commoners

Another important aspect in the feudal system and sometimes overlooked is that of the commoners. They are superstitious, inquisitive, protective, and most importantly of all, they know their place.

Arcane spellcasters will find it hard to cast spells with commoners lurking about without some explanation of their actions. While most commoners will fear or despise those that wield arcane powers, others might form mobs and drive these spell slingers out of town.

Druids

This is another class that is threatened by the church. Druids are usually hermits, harbingers of nature, or advisers to barbarian clan-kings. Many clerics and priests feel that druids are misguided and their magic is anything but divinely inspired.

They are usually considered pagan priests and are often hunted by inquisitors, thus druidic solitude is rarely a choice. However, unlike arcane spellcasters, druids are trusted members of small communities and many folkloric peasants take comfort in hiding druids from the ever watching eye of the inquisition.

Game Mechanics

Second, we needed some slight alterations on the game mechanics (well, really some new uses for existing game mechanics). Since arcane magic is so oppressed, many fledging spellcasters have limited knowledge on the huge scope magic encompasses. Most are huddled and hidden in small covens usually taught by some magician slightly more knowledgeable then them. Though there are arcane colleges, they are rare or cleverly well hidden. For this reason, all wizards must be specialized in a particular school of magic.

Furthermore, there is always a real threat that when magic is witnessed by church-fearing folk, a arcane caster might be run from town or hung from the nearest tree. Most magicians must be well practiced in the Diplomacy skill in order to explain rather quickly why they ignited a *fireball* in the middle of town square.

In addition, there is a new core class that might pose a threat to arcane spellcaster of the highest most power: the summoner. Named not for their ability to summon creatures from thin air, but for their ability to summon religious transgressors to the proper church magistrate. During the middle ages, summoners were considered lowly people, always on the lookout for those not willing to follow the authority of the church and profiting on the matter.

One of the most intriguing abilities the summoner has is hellfire:

Hellfire (Su): At first level, the summoner has the bestowed supernatural ability to give witness the fires of hell to arcane spellcasters and fiendish creatures. Whenever a summoner is targeted by an arcane spell or a spell-like ability of a creature with the evil subtype and makes a successful saving throw, the caster receives 1d6 points of fire damage + 1 additional point of fire damage per Piety bonus the summoner possesses. This damage increases by 1d6 every two summoner levels thereafter.

With a few twists and turns, players are able to make characters that will either aid the inquisition or become hunted by them. It also opens up a number of role-playing and adventure possibilities for Game Masters and characters alike.

Next issue we will talk a little about the gritty life of a fighter in the *Feudal Lords Campaign Setting*.

The Dark Ages Are Upon Us!

Want some free stuff about this setting?!

We are preparing a small, free campaign manual about the *Feudal Lords Campaign Setting* and we want to hear from you. Send us an email containing your name and email address for a **ONE** time mailing list (meaning we will only e-mail one time regarding this special offer). When the manual is finished, we will send you a download link. Labled your email header **Feudal Lords Campaign Offer** and mail it to:

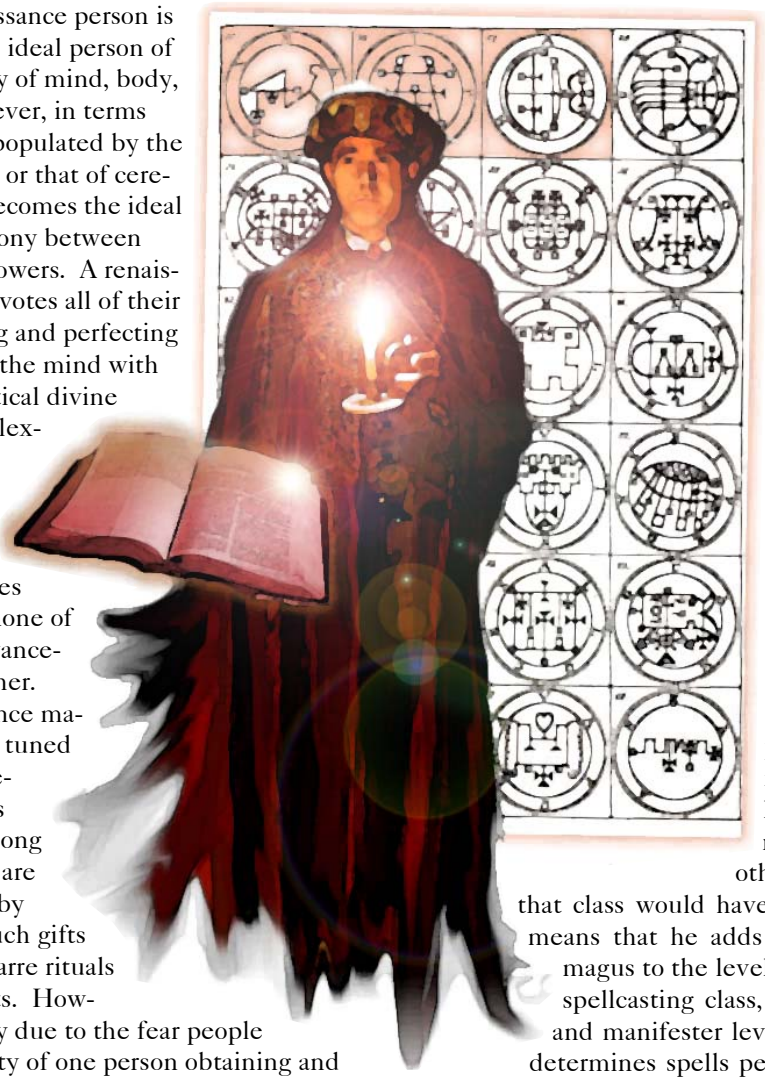
pga@aleapublishing.com

Renaissance Magus

By Joshua Raynack

The term renaissance person is reserved for the ideal person of perfect harmony of mind, body, and soul. However, in terms within a realm populated by the genius of magic or that of cerebral power, it becomes the ideal of perfect harmony between other worldly powers. A renaissance magus devotes all of their time in studying and perfecting a way to merge the mind with that of the mystical divine along with perplexing arcana that permeates their world into one body. Their power culminates to a point that none of which lacks advancement over another.

A renaissance magus is deeply in tuned and thus well respected as sages and scholars among their peers, but are often ridiculed by those lacking such gifts due to their bizarre rituals and experiments. However, it is mostly due to the fear people find in the ability of one person obtaining and balancing so much power.



Hit Die: d4.

REQUIREMENTS

To qualify to become a renaissance magus, a character must fulfill all the following criteria.

Special: must be able to cast 2nd level divine spells, 2nd level arcane spells, and manifest 2nd level powers.

Class Skills

The renaissance magus's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcane), Knowledge (divine), Knowledge (psionics), Profession (Wis), Psicraft (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the renaissance magus.

Weapon and Armor Proficiency: A renaissance magus gains no new proficiency with any weapon or armor.

Spells per Day: When a new renaissance magus level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class, any one divine spellcasting class he belonged to previously, and one manifester class he belonged to prior. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of renaissance magus to the level of whatever other arcane spellcasting class, divine spellcasting class, and manifester level the character has, then determines spells per day and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcast-

Concentration checks for multiple spells: 10 + the first spell (or power) level + the second spell (or power) level (Ex. A renaissance magus concentrating on a 3rd-level spell and 4th-level power must make a Concentration check of 17 + other applicable modifiers.

Illustration by Joshua Raynack

Table PGA6-1: The Renaissance Magus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Focused mind
2nd	+0	+0	+0	+3	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class/+1 level of existing manifester level
3rd	+0	+1	+1	+3	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class/+1 level of existing manifester level
4th	+0	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class/+1 level of existing manifester level
5th	+0	+1	+1	+4	Focused body
6th	+0	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class/+1 level of existing manifester level
7th	+0	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class/+1 level of existing manifester level
8th	+0	+2	+2	+6	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class/+1 level of existing manifester level
9th	+0	+3	+3	+6	Focused soul
10th	+0	+3	+3	+7	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class/+1 level of existing manifester level

ing class or more than one manifester level before he became a renaissance magus, he must decide to which class he adds each level of renaissance magus for the purpose of determining spells per day.

Focused Mind (Ex): A renaissance magus is able to stretch the limits of their mind to concentrate on one task while able to perform another. Beginning at 1st level, a renaissance magus can continue to concentrate on one spell or power while casting another spell or activating another power. They are able to do this for a number of rounds equal to their level.

Focused Body (Ex): The renaissance magus is able to learn to concentrate even better. When making a Concentration check while maintaining concentration on a spell or power, only add the higher level of the spell or power instead of both.

Focused Soul (Ex): The DC for a Concentration check is reduced by 5.

Illustration by Gustave Dore

Backgrounds

By Cameron Guill and Joshua Raynack

Backgrounds are representative of what a character was involved in at one point in time or another before setting off as an adventurer. They may also represent a hereditary trait. The difference between backgrounds and professions (see Professions: Game Enhancement for more details) is that these backgrounds did not need formal training whereas a profession required the character being apprenticed for a certain period of time.

Before purchasing the character's skills, you may spend skill points on a background (see cost for skill points required to purchase it). Alternatively, a character may take a background in exchange for a starting feat.

No character may take more than two backgrounds and no background may be taken more than once.

Draconic Ancestor (Black or White)
Skill Points: 3; 2 for sorcerers (chaotic evil); 1 for halfdragons (Black or White)
Benefit: You may select a skill from the following list, which you retain at rank 1: Hide, Move Silently, or Swim. The selected skill is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

Draconic Ancestor (Blue)
Skill Points: 3; 2 for sorcerers (lawful evil); 1 for half-dragons (Blue)
Benefit: You may select a skill from the following list, which you retain at rank 1: Bluff, Hide, or Spellcraft. The selected skill is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

Draconic Ancestor (Green)
Skill Points: 3; 2 for sorcerers (lawful evil); 1 for half-dragons (Green)
Benefit: You may select a skill from the following list, which you retain at rank 1: Bluff, Hide, or Move Silently. The selected skill is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

Draconic Ancestor (Red)
Skill Points: 3; 2 for sorcerers (chaotic evil); 1 for halfdragons (Red)
Benefit: You may select a skill from the following list, which you retain at rank 1: Appraise, Bluff, or Jump. The selected skill is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

Draconic Ancestor (Brass)
Skill Points: 3; 2 for sorcerers (chaotic good); 1 for half-dragons (Brass)
Benefit: You may select a skill from the following list, which you retain at rank 1: Bluff, Gather Information, or Survival. The selected skill is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

Draconic Ancestor (Bronze)
Skill Points: 3; 2 for sorcerers (lawful good); 1 for halfdragons (Bronze)
Benefit: You may select a skill from the following list, which you retain at rank 1: Disguise, Swim, or Survival. The selected skill is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

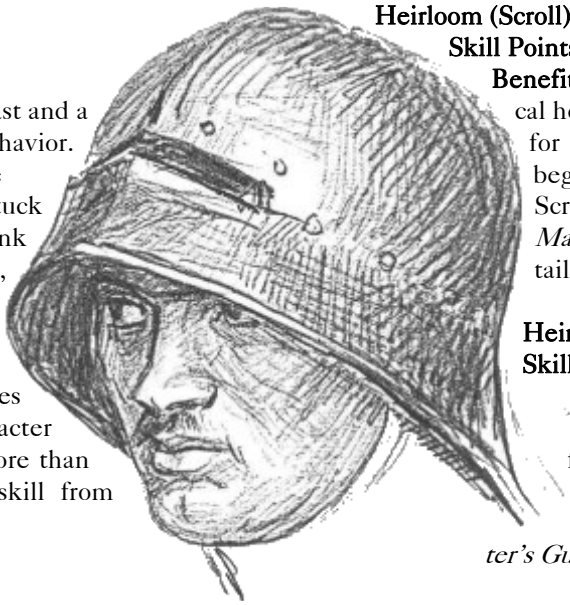
Draconic Ancestor (Copper)
Skill Points: 3; 2 for sorcerers (chaotic good); 1 for half-dragons (Copper)
Benefit: You may select a skill from the following list, which you retain at rank 1: Bluff, Hide, or Jump. The selected skill is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

Draconic Ancestor (Gold)
Skill Points: 3; 2 for sorcerers (lawful good); 1 for halfdragons (Gold)
Benefit: You may select a skill from the following list, which you retain at rank 1: Disguise, Heal, or Swim. The selected skill is not considered cross-

class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

Draconic Ancestor (Silver)
Skill Points: 3; 2 for sorcerers (lawful good); 1 for halfdragons (Silver)
Benefit: You may select a skill from the following list, which you retain at rank 1: Bluff, Disguise, or Jump. The selected skill is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

Crook
Skill Points: 5
Benefit: A crook has a dark past and a history of less than savory behavior. He may select a skill from the following list, which has stuck with him and he retains at rank 1: Disable Device, Disguise, Escape Artist or Forgery. The selected skill is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.



Gadgeteer
Skill Points: 4
Benefit: A gadgeteer is adept at using materials around him to create implements and tools to suit his needs. As such, a character with this background does not suffer a penalty for not having the right tools or equipment when making a check for Disable Device or Craft skill.

Heirloom (Armor and Shields)
Skill Points: 20
Benefit: You have inherited a magical heirloom. Roll for a random minor magic item from Table 7-2: Armor and Shields (see *Dungeon Master's Guide* for more details).

Heirloom (Weapons)
Skill Points: 20
Benefit: You have inherited a magical heirloom. Roll for a random minor magic item from Table 7-9: Weapons (see *Dungeon Master's Guide* for more details).

Heirloom (Potion)
Skill Points: 10
Benefit: You have inherited a magical heirloom. Roll for a random minor magic item from Table 7-17: Potions (see *Dungeon Master's Guide* for more details).

Heirloom (Rings)
Skill Points: 20
Benefit: You have inherited a magical heirloom. Roll for a random minor magic item from Table 7-18: Rings (see *Dungeon Master's Guide* for more details).

Heirloom (Scroll)
Skill Points: 5; 3 for spellcasters
Benefit: You have inherited a magical heirloom. Roll for a random minor magic item beginning with Table 7-20: Scroll Types (see *Dungeon Master's Guide* for more details).

Heirloom (Wands)
Skill Points: 15
Benefit: You have inherited a magical heirloom. Roll for a random minor magic item from Table 7-26: Wands (see *Dungeon Master's Guide* for more details).

Heirloom (Wondrous)
Skill Points: 15
Benefit: You have inherited a magical heirloom. Roll for a random minor magic item from Table 7-27: Wondrous (see *Dungeon Master's Guide* for more details).

Law Enforcement
Skill Points: 4
Benefit: This character has spent time in or around law enforcement and is familiar with the workings of the criminal mind. He or she gains a +3 to any roll to recognize a disguise or forgery, spot a hidden character, or notice a slight of hand trick as it occurs within eyesight. In addition, he or she gains a +2 bonus to Sense Motive checks.

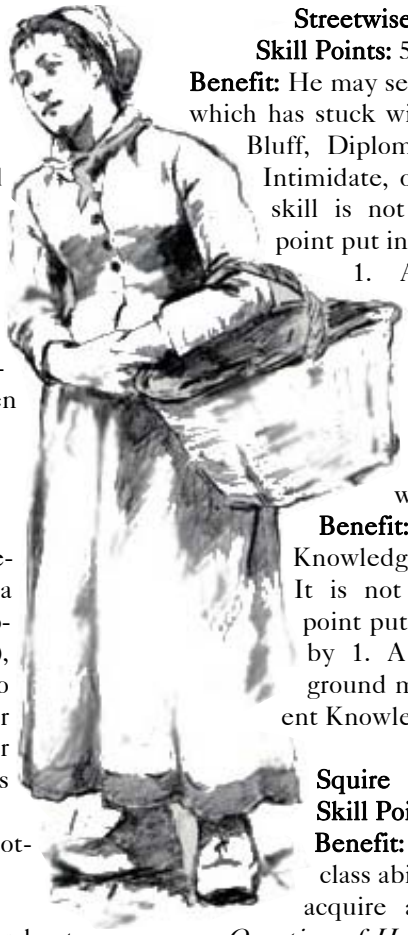
Mechanically Gifted
Skill Points: 5
Benefit: This character gains a +2 bonus when mak-

Illustration by J.W. Waterhouse

ing a check for the following skills: Disable Device, Craft (trapmaking).

Merchant Born
Skill Points: 5
Benefit: You gain a +2 bonus to all Appraise checks and receive one bonus language (no restricted languages). You also begin play with 1d4 x 100 more gold pieces.
Special: You may not choose the Peasant Born, Noble Born, or Tradesmen Born backgrounds.

Noble Born
Skill Points: 5; 3 for aristocrats, paladins, or knight classes and sub-classes.
Benefit: This character has noble blood in his veins. He gains +2 to all Diplomacy and Gather Information checks. He also starts play with 1d6 x 100 more gold pieces.
Special: You may not choose the Peasant Born, Merchant Born, or Tradesmen Born backgrounds.



Peasant Born
Skill Points: 5; 3 for monk
Benefit: You were in a peasant household. You receive Weapon Focus as a bonus feat in one of the following weapons: club, crossbow (light or heavy), dagger, handaxe, or javelin. You also gain a +2 bonus to a Craft (one of your choice) and Profession (one of your choice) checks. Your starting money is 3d4 gold pieces instead of the normal amount allotted for your particular class.
Special: You may not choose the Merchant Born, Noble Born, Tradesmen Born backgrounds.

Politician
Skill Points: 6
Benefit: This character once practiced politics, and remains an extremely convincing presence. He understands the ebb and flow of power games, and can sense the hidden nuances of most political debates. He gains a +2 bonus to all Bluff, Diplomacy, Intimidate and Sense Motive checks. In addition, other characters suffer a —2 penalty when attempting to use Sense Motive on this character.

Shipwrecked
Skill Points: 5; 3 for barbarian.
Benefit: Your base swim speed increases by 10 feet.

Soldier
Skill Points: 10; 8 for fighter, mercenary, or warrior classes and sub-classes.
Benefit: This character is either a current or former member of a military cadre; he or she may take one extra feat at 1st level.

Streetwise
Skill Points: 5
Benefit: He may select a skill from the following list, which has stuck with him and he retains at rank 1: Bluff, Diplomacy, Gather Information, Hide, Intimidate, or Sleight of Hand. The selected skill is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

Superior Student
Skill Points: 4; 3 for fighter or warrior classes
Benefit: This character may select one Knowledge skill, which he gains at rank 1. It is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different Knowledge skill from the list each time.

Squire
Skill Points: 5
Benefit: You no longer need the vigil class ability to acquire a knight prestige class (see *A Question of Honor: A Guidebook to Knights* for details of the Squire prestige class and the vigil class ability).

Tradesmen Born
Skill Points: 10
Benefit: Choose any three skills to be class skills (no restricted class skills).
Special: You may not choose the Peasant Born, Merchant Born, or Noble Born backgrounds.

Illustration by Daniel Ridgeway Knight

The Lost Tribe

By Joshua Raynack

This month we continue to look at the various orc tribes that inhabit the Hill Lands, featured in *A Question of Honor: A Guidebook to Knights*. This month we look at the Lost Tribe and expands upon our free game enhancement, *Orc Culture in the Hill Lands* found at our website: www.aleapublishing.com.

However, before we do, this article features a class template that was first featured in *A Question of Loyalty: A Guidebook to Military Orders*. So we have briefly outlined the rules below to better understand the concept as well as the idea behind it.

What is a class template?
A class template attaches to a character much like a monster template attaches to a monster, however instead of getting all the special abilities at once, you receive as you gain levels in your particular class. Just as with gaining abilities in a character class, you gain the additional abilities of your class template as well as your abilities gained normally from your class.

How do I acquire a class template?
Class templates have minor requirements, much like prestige classes, that must be met before attaching a class template to a character and all requirements can usually be attained while creating a character.

What are the other costs?
Most of the class templates presented in this book and other future products give you a level adjustment much like a monster template or when playing a monster or advanced race (see *DMG* Chapter 6: Characters).

What are the benefits to having a class template?
Class templates allow you to expand your core character concept without having to choose alternative classes or they allow you to integrate and expand with supplements presenting alternative character classes. Also, besides the special abilities, they allow players to access special feats restricted only to certain members of the order as well as gaining bonus class skills.

What is the purpose of the class template?
The book provides a perfect example how a class template can effect your game or character. Military orders flourished in the middle ages as knights enlisted to further the religious cause during the crusades. However, when designing the various knight prestige classes in *A Question of Honor: A Guidebook to Knights*, there was always the realization that knights were not the only members that existed in a military order. There were sergeant-brother (soldiers whom could not become a knight for lack of a noble birth), turcopoles (local troops that fought along side of order knights, scouts, as well as other lesser positions to make the order run properly. In a fantasy game, especially, a ranger or fighter may join an order to scout for the cause and receive benefits that belonging to an institution might provide without having to have a knightly prestige class.

In other aspects, such as guilds, provide an ample opportunity to reap the benefits a class template offers. Fighters often join thief guilds, though not swift, they provide the muscle as guards and extortion operatives. Mage guilds also attract rogues, loyal to the cause, to steal magical knowledge from rivals. What best way to employ those with tasks, whom are skilled in their trade and loyal to the guild or order.

Also, in designing the class template, it allows a player freedom of choice. They are not restricted to playing a "concept" or alternative character class, nor do they have the frustration to choose between multiple prestige classes, or even the complexities and slow advancement of multiclassing.

On a final note, belonging to a guild or a order should mean more than paying dues, adventure hooks, or possible role-playing opportunities it may provide. This allows the player to become enmeshed in the order, reap the rewards for belonging to something bigger then themselves, and visibly see the impact belonging to an institution imparts.

The Lost Tribe

Once known as the Gu'Mere Band, after its leader, they were the sufferers of a planar rip into the Plane of Shadows. When the cataclysm befell Carpathos, the impact not only devastated the lands surrounding the ancient city, but caused a major tear in the fabric of the Material Plane. This resulted in a minor seepage of the Shadow Plane that leaked around the area inhabited by Gu'Mere and his band.

Many orc tribes stay clear of the area, for those that survived the devastation, have become something other than themselves. The area surrounding the Gu'Mere Band is constantly soaked in planar shadow and those within have changed and change still. Orcs shamans of other tribes say the survivors are no longer orcs but call them simply lost.

the tribe's verbal history.

Induction: The Lost Tribe provides a sanctuary for the most foul villains and rogues. Half-orcs are readily accepted as members of the tribe if they dare to soak themselves in the same shadowy essence that they themselves are covered in.

Unlike other orc tribes, arcane casters are welcomed, but with caution. Gu'Mere wishes to understand more about the shadowy essence that clings to his tribe. Most of that knowledge is beyond him, but he respects those that possess such tools of understanding.

Banishment: A character who is banished from a tribe loses all class template abilities, however still retains the level adjustment and Tribe class ability.

The Lost Tribe (Class Template)

Favored Class: Rogue
Level Adjustment: +1

Requirements

To qualify as a member of the Lost Tribe a character must fulfill all the following criteria.

Alignment: Any chaotic, nongood.
Skills: Hide or Move Silently 2 ranks.
Race: Orc, Half-Orc, Human (arcane spellcasters only).

Table PGA6-2: The Lost Tribe

Level	Special
1st	Shadow skin, tribe, tribal feat(s), tribal skills
5th	Shadow Qualities
10th	Shadow Qualities
15th	Shadow Qualities
20th	Shadow Qualities

Class Features

All the following are additional features of the Lost Tribe class template. These features are extra to the class abilities that are acquired normally through advancement in a character class.

Shadow Qualities: Due to their time spent among the seeping Shadow Plane near the area of Carpathos, members of the tribe mutate, thus attaining qualities that befits their environment. At 5th level and every five levels afterward (10th, 15th, and 20th levels), a Lost Tribe member chooses one shadow quality from Table: Shadow Qualities of the Lost Tribe. The favored class (rogue) level of the Lost Tribe member plus Dexterity modifier determines which shadow quality he can choose. He cannot choose the same shadow quality twice.

Table PGA6-3: Shadow Qualities of the Lost

Favored Class Level + Dex Modifier	Shadow Qualities
1	Cold Resistance 5
2	Evasion
3	Regenerate
4	*Cause Fear*
5	*Mirror Image*
6	*Plane Shift*

Cause Fear: You may cast *cause fear* once per day as a supernatural ability.

Cold Resistance: You gain cold resistance of 5.

Evasion: If exposed to any effect that normally allows a Lost Tribe member to attempt a Reflex saving throw for half damage, the Lost Tribe member takes no damage with a successful saving throw. Evasion can only be used if the character is wearing light armor or no armor. It is an extraordinary ability.

Regenerate: You regenerate 2 hit points around. You do not regenerate if in bright sunlight or under the effects of a *daylight* spell.

Mirror Image: You may cast *mirror image* once per day as a supernatural ability. This ability works as if cast by a 3rd level sorcerer.

Plane Shift: You may cast *plane shift* on self only once per day as a supernatural ability. You may only transport yourself to and from the Shadow Plane.

Shadow Skin: Your skin appears a deep gray to black in color due to your heritage within the tribe or your constant exposure to the Shadow Plane engulfing the lands inhabited by the Lost Tribe. You are considered both a "humanoid" type and a "magical beast" type for all intensive purposes.

Tribe: A member of the Lost Tribe has a +2 circumstance bonus to Diplomacy checks when dealing with other members of the same tribe. This ability also prevents a character from joining another tribe by any means, regardless of banishment from the Lost Tribe.

Tribal Feat(s): As member of the Lost Tribe, you are allowed access and are free to select Tribal Feats which you meet the prerequisite.

Tribal Skills: The following are considered class skills regardless of character class: Hide (Con), Knowledge (planes) (Int), Move Silently (Dex).

Feats

The following feats allow characters to enhance their capabilities or add new abilities to the ones they already possess and are accessible to all Lost Tribe members.

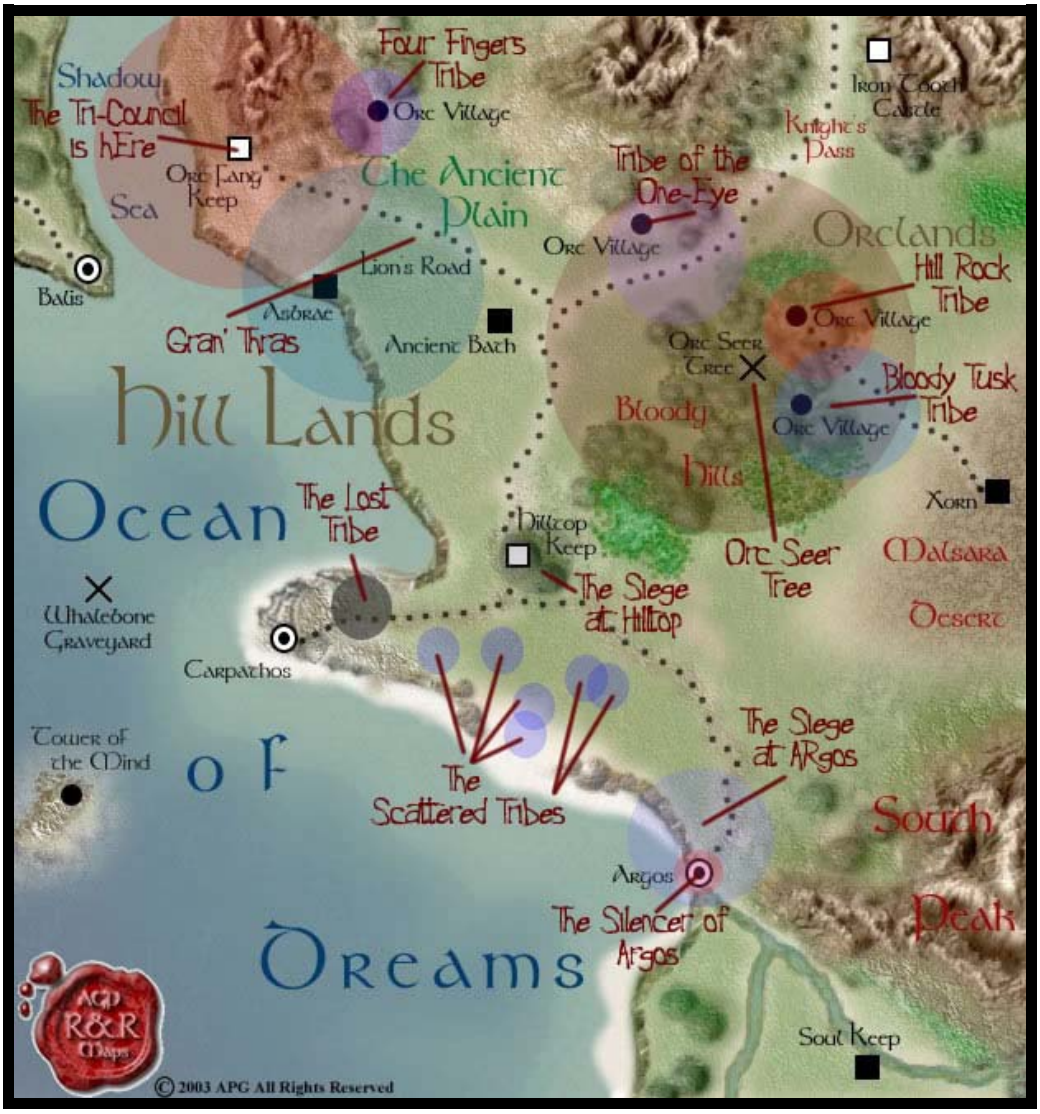
Tribal Feats

Tribal feats represent techniques, enlightenments, or divine gifts offered to only members of a particularly tribe. All Tribal feats require you to have the Tribal class ability (of a particular tribe) that is garnered either through the various class templates.

Mirrored Skin [Tribal]
You are able to further enhance your existing tribal abilities.
Prerequisite: Shadow Quality (*mirror image*) class ability, tribal (Lost Tribe) class ability.
Benefit: You may use your shadow quality (*mirror image*) class ability one additional time per day.
Special: You may take this feat multiple times.

Shadow Terror [Tribal]
The rumors that surround the Lost Tribe puts fear into any creature.
Prerequisite: Shadow Quality (*cause fear*) class ability, tribal (Lost Tribe) class ability.
Benefit: You may use your shadow quality (*cause fear*) class ability one additional time per day.
Special: You may take this feat multiple times.

Shifting Skin [Tribal]
You are able to further enhance your existing tribal abilities.
Prerequisite: Shadow Quality (*plane shift*) class ability, tribal (Lost Tribe) class ability.
Benefit: You may use your shadow quality (*plane shift*) class ability one additional time per day.
Special: You may take this feat multiple times.



Product Preview

By Joshua Raynack

Alea Publishing Group wanted to show you what is in the works for the upcoming months and early next year.

Assassin Subclass (Winter, 2005)
Sage Subclass (Winter, 2005)
Honor and Loyalty "Working Title" (Spring, 2006): This is a revision of *A Question of Honor: A Guidebook to Knights*. It may contain revisions of *A Question of Loyalty: A Guidebook to Military Orders*, but this has yet to be decided. Instead, APG are considering to have an individual codex about each military order featured in *A Question of Loyalty*. This book will also be available in print.
Feudal Lords Campaign Setting (2006)
The Prisoner's Crusade (2006): This is a mega campaign adventure set in the world of the *Feudal Lords Campaign Setting*. Characters will go on crusade to the Hill Lands, but deception and corruption are prevalent along the way.
Dwarven Pocketguide "Working Title" (2006): This details the dwarven races for the *Feudal Lords Campaign Setting*. It will be presented in an innovative format that, once printed from your printer, you can create a small book to carry around with you.
Book O' Death "Working Title: (TBA)

So what do we have for you this month. Well since the month of October is right around the corner, APG thought to give you a preview of the *Book O' Death*. It offers more backgrounds, character races, professions, and much more.

Feats

Entrophic Resistance [Spelltouched]
You are able to manipulate negative levels that are bestowed upon you.
Prerequisite: Exposure to *energy drain* spell or *energy drain* supernatural ability.
Benefit: For each negative level bestowed, you may instead take 4 points of ability damage to any ability of your choosing. You may not divide these points among your ability scores. For example, Johann de Corne is struck by a vampire's slam attack and suffers two negative levels. He decides to take 4 points of ability damage from Charisma and 4 point of ability damage to Wisdom. Likewise, Johann could apply eight points of ability damage to Charisma.
Special: You may take this feat multiple times. Each time you take this feat, you suffer one less point of ability damage to a minimum of 1.

Ritual Sacrifice [General]
You freely sacrifice animal and human life in demonic rituals to greatly enhance your spells.
Prerequisite: Evil alignment, ability to prepare spells.
Benefit: During preparation of your allotment of spells per day, you may sacrifice animals, humanoids, or a combination of both, to decrease spells slot adjustments applied by metamagic feats (to a minimum of 0). In order to sacrifice a creature, they must be helpless to which you must deliver a successful coup de grace. For every 5 HD sacrificed in this manner, you may reduce the spell slot adjustment of a metamagic spell by 1.

For example: Jonus the Hungry, an evoker wishing to sacrifice victims to Bal'or, a demon of fire, to enhance a fireball spell with a maximize metamagic feat for free must sacrifice 15 HD of creatures. If he wishes to maximize two fireballs for free, Jonus must sacrifice 30 HD of creatures during spell preparation.

Soulless [Death] [Spelltouched]
Your time beyond the mortal coil has somehow altered the way you heal.
Prerequisite: Exposure to an *inflict* spell.
Benefit: You are no longer gain hit points through the use of *cure* spells or *heal* but as an undead by means of *inflict* spells and *harm*. You are treated as an undead in respects to *cure* spells and *heal*.
Special: Like all Death feats, you must have been revived from the dead in order to take this feat.

Spells

Create Spawn [Immediate Augmentation]
Necromancy [Evil]
Level: Clr 6, Death 6, Evil 6, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level (D)
Saving Throw: No
Spell Resistance: Yes

This powerful spell allows you to rip the soul from a newly dead creature and place it under your control. Should the target under the affect of the spell dies within the duration; it becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed.

Spawn are not considered under the command of the caster and will begin to attack the closest living creature. They do not possess any of the abilities they had in life.

Material Components: Bone dust of a humanoid slain by a wraith.

Immediate Augmentation: Once the target of a *create spawn* spell becomes a wraith, you may cast *command undead* upon the target as an immediate action.

Diseases

Undead Fleas: Fleas are a common problem in medieval life to which point even the fairest noble must face an aggravating itch. However, powerful necromantic magic such as an *animate* spell sometimes revitalizes the fleas along with the animated corpse. Recipients of undead fleas find that they are impossible to kill for they are already dead.

Undead fleas are past onto victims through either intimate relations or by grappling. Animated undead usually carry this disease if destroyed initially (when they were alive) by a damaging area effect (spells, avalanches, drowning, etc.) that would have also killed the fleas that inhabited its body.

Those that suffer from undead fleas are first considered fatigued after failing the initial saving throw, then exhausted after another failed save. They will remain in the exhausted state until a successive turn check upon the victim (DC 20).

Disease	Infection	DC	Inc.	Dam.
Undead Fleas	Special	20	1 day	Special

New Spell Type

Immediate Augmentation: An immediate augmentation spell, once certain criteria is met, usually allows you to cast another spell as either a free action or an immediate action.

To benefit from an immediate augmentation spell use must be able to cast that particular spell by either having the spell slots available to cast the spell as well as the spell known to the caster (in the case of a sorcerer or bard) or memorized (as in the case of a wizard).

YEAR OF THE ZOMBIE

The Shafted Side

A one shot adventure

By: Timothy Willard
Editing: Charles Baize
Artwork: Owen Kuhn and John Milner

A full 25mm battlemap is available from:
http://www.yearofthezombie.co.uk/

Year of the Zombie is available from RPGNow

http://www.ukg-publishing.co.uk/

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North Yorkshire, YO11 1NJ

"Proceed to the nearest designated shelter, where members of the National Guard will provide protection and doctors are standing by to provide medical assistance to citizens wounded during this biological attack. Do not attempt to bring personal effects, clothing and food will be provided, and citizens will be able to return to their residences once the current crisis has passed."
Standard Emergency Broadcast System Notice, Day Two

"The refugee stations are going down faster than we can get word out. I think we're losing."
Captain Shane Agullero, 1st Cavalry Division, Austin Sector

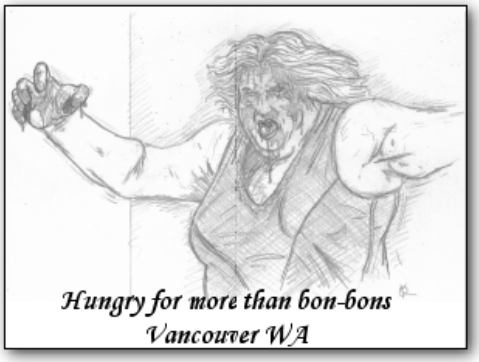
Background

The Rising started three days ago, and originally reported as a bio warfare incident in several major cities. As the casualties mounted, more and more of the living joined the ranks of the dead, and many of those joined the ranks of the Risers.

Social services began collapsing by day two, as firefighters and utility workers were set upon by Risers, fighting and panic began destroying critical utilities and causing massive fires and the streets became clogged with wrecked cars and rubble.

The remains of military and law enforcement forces within a large metropolitan area have begun pulling back from the city center, abandoning positions, equipment and rescue shelters. Heavy casualties taken by both sets of defenders have left their commanders with little hope of holding the ground they have, much less taking it back from the Risers.

The characters are inside a small refugee station on the edge of a city park, in a building that was formerly a party



location that could be rented for large events. A small, three room building with no toilet facilities, this was the only place available that was even slightly defendable before martial law was declared. Those inside have been unable to move to a different location due to the sheer number of Risers outside.

The characters are trapped at least 30 blocks behind the barricades, the nearby buildings too tight to allow a helicopter evacuation, and the park is full of Risers, including a startling number of child zombies. Twice helicopters have attempted to land and been forced to abort due to the sheer amount of Risers in the park. The last time a supply drop took place on the roof, several Sprinter zombies leapt onto the roof, and killed those trying to retrieve them.

With eight people left inside the refugee center, the PC's have been ordered to hold at all costs. With zombies above and around, it's beginning to look grim.

Setting Up

Those inside have been under siege in excess of 72 hours, and have had little to no sleep. All characters are considered to be *fatigued* and suffer those penalties until they are able to rest for longer than 6 hours. Sleeping will be problem, requiring a Willpower DC: 15 each hour to avoid waking up from nightmares and the sounds of the Risers outside and the desperation inside.

The adventure should start at dawn, with the flames dying down on the wrecked semi truck outside. Risers will be feasting on the corpse of the driver and the four passengers they have dragged from the wreckage and stumbling around the street. Thankfully, the majority of them seem to be clustered around the painted windows of a dance club further down the street to the south. The booming bass of the music seems to attract and excite the Risers, which have so far been unable to push through the armored windows that the club installed after a drive by shooting earlier in the year.

All through the night, and now, at dawn, the rattle of fully automatic weapons fire can still be heard within the city, and the streets are smoky from unchecked fires ranging in some sections of the city. Several hours before, the darkness was shattered by a large explosion, but what little news there is on the radio has not spoken of the explosion.

The characters have been promised that if they can hold out till late afternoon, the military will send several armored vehicles to rescue the characters, but things are looking grim and tempers are fraying.

It is suggested that the initial compliment of risers outside the aid station be daunting, but not demoralizing. We would suggest that you start with roughly a dozen classic zombies, 4-6 sprinters and 2-3 frenzied.

However as time progresses more risers will move into the area from the night club down the street and from other blocks. New risers will appear every 2-20 rounds (roll 2d10). To determine the type and number roll on the table below:

d10	Zombies
1-3	1-8 classic zombies
4-5	1-6 sprinter zombies
6-7	1-4 frenzied zombies
8-9	Mixed group of 1-6 classic zombies, 1-4 sprinters and 1-4 frenzied
10	Roll twice on this table.

Outside

The outside of the Aid Station is a war zone, smoke is rising from numerous buildings in the distance, blood and corpses (of those too damaged to rise) litter the roads and pavements.

Immediately outside the Aid Station is a fuel truck, its trailer overturned in the road and blackened from the burning fuel which illuminated the night (probably one of the only reasons the PC's are still alive). Further down the road a blue coupe lies abandoned, its windscreen smashed and blood staining the expensive upholstery within.

To the rear of the Aid Station lies the Park, a large garbage dumpster against one wall of the Station and a Harley is parked underneath the rear window.

Fuel Truck

This huge truck crashed late last night, attempting to avoid risers in the road. The trailer turned over spilling its load of fuel onto the road (thankfully away from the Aid Station) and sparks from its passage along the tarmac igniting the highly volatile liquid and burning a large number of the risen to a crisp.

The driver attempted to make a break for the Aid station but was dragged down before he could get 10 paces from the cab of the truck. The is a Benelli 121 M1 shotgun on the passenger seat of the truck with 4 rounds in the gun and a further 20 shells in the glove box. The truck has three quarters of a tank of fuel.

Blue Coupe

Some rich kids' toy, this sports car is in pretty

good shape, except for the smashed windscreen and seats, now sticky with congealing blood. There is little of value inside the car and the tank is half full.

Harley

Only a fool would consider trying to make a run for it through the risers on a motor cycle. But desperation can bring out the fool in the most level headed characters. The Harleys fuel tank is almost full.

The Roof

The abortive supply drop yesterday lead to the death of three of the defenders of the Aid Station, it also means that in addition to the weapons carried by those sent to retrieve the supplies there is a large consignment of medical and military equipment sitting on the roof of the Aid Station just waiting for someone brave or foolish enough to attempt to retrieve it. The challenge will be in not attracting the attention of the sprinters in the vicinity.

The equipment on the roof consists of:

Air dropped supplies
10 Blankets
5 Gas Stoves
5 Lamps
4 Glock 17 (9mm Autopistol) + 100 rounds
4 Mossberg Shotguns + 60 rounds
10 pairs of fatigues (size large)
5 medical kits
3 days worth of military rations for 10 people

Dropped equipment
TEC-9 with 20 rounds and 1 magazine
M16A2 with 15 rounds and 2 magazines

Ending the Adventure

It is up to the GM if the promised aid ever arrives, 8 hours in such a situation is a lifetime and plans have a habit of changing.

If however you are feeling nice, the military vehicles should arrive after midday + 5d20 minutes. The aid will consist of 4 armored cars which will come into view, machine guns mowing a path through the risers, and come to rest with their doors close to the entrance to the Aid Station. A small group of soldiers will disembark and assist the survivors onto the vehicles.

Depending on the situation they may insist that the survivors strip before they admit them to the armored car, with any bitten characters being refused entrance. However, if pressed they will save this check until the situation is better suited to such an inspection. Rest assured they will not rescue anyone who has been bitten, as by day 3 the deadliness of such bites has become all to apparent.

Characters

Officer Georgi Jimenaz
Dedicated Ordinary 3 CR 3; Medium-size humanoid; HD 3d6+3 plus 3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 17, touch 14, flatfooted 15 (+0 size, +2 Dex, +2 class, +3 equipment); BAB +2; Grap +4; Atk +4 melee (1d6+2, Baton), or +4 ranged (2d6+0, 10mm Glock); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Law, Police Force; SV Fort +3, Ref +3, Will +1; AP 1; Rep +1; Str 15, Dex 14, Con 13, Int 12, Wis 8, Cha 10.
Occupation: Law Enforcement (Diplomacy, Drive)
Skills: Diplomacy +4, Drive +6, Investigate +5, Knowledge (Behavioral Sciences) +3, Knowledge (Current Events) +3, Knowledge (Streetwise) +5, Knowledge (Tactics) +3, Listen +1, Profession +3, Sense Motive +3, Spot +5, Treat Injury +1
Feats: Alertness, Armor Proficiency (light), Personal Firearms Proficiency, Toughness
Possessions: Undercover Vest, Baton, 10mm Glock with 34 rounds left; handcuff's, mace canister (6 sprays left), radio.

Office Yvette Caruthers
Dedicated Ordinary 3/Fast Ordinary 1 CR 4; Medium-size humanoid; HD 3d6+6 plus 1d8+2; HP 24; Mas 14; Init +3; Spd 30 ft; Defense 21, touch 18, flatfooted 18 (+0 size, +3 Dex, +5 class, +3 equipment); BAB +2; Grap +3; Atk +3 melee (1d6+1, Tonfa), or +5 ranged (2d8+0, 10mm Glock); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Law, Police Department; SV Fort +4, Ref +5, Will +2; AP 2; Rep +1; Str 13, Dex 16, Con 14, Int 12, Wis 10, Cha 8.
Occupation: Law Enforcement (Drive, Knowledge [Streetwise])
Skills: Balance +3, Drive +7, Investigate +5, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Listen +4, Profession +4, Sense Motive +4, Spot +4, Treat Injury +4, Tumble +5
Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Combat Martial Arts, Personal Firearms Proficiency
Possessions: Undercover Vest, Tonfa, 10mm Glock with 17 rounds left, mace canister (8 sprays left), handcuffs, radio.

PFC John Howards
Tough Ordinary 1/Strong Ordinary 1 CR 2; Medium-size humanoid; HD 1d10+1 plus 1d8+1; HP 13; Mas 13; Init +2; Spd 30 ft; Defense 22, touch 14, flatfooted 20 (+0 size, +2 Dex, +2 class, +8 equipment); BAB +1; Grap +3; Atk +3 melee (1d4+2/19-20, knife), or +3 ranged (2d8+0, M-16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL US Army, 3rd Infantry Division; SV Fort +3, Ref +2, Will +0; AP 1; Rep +0; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.
Occupation: Military (Knowledge [Tactics], Survival)
Skills: Craft (structural) +5, Drive +6, Knowledge (Tactics) +5, Spot +4, Survival +4
Feats: Advanced Firearms Proficiency, Exotic Firearms Proficiency (heavy machine guns), Personal Firearms Proficiency**Possessions:** Interceptor Vest with Plates and Ballistic Helmet, knife, M-16A2 with 3 clips of 30 5.56 rounds left, 2 fragmentation grenades, canteen.

CPL Brandon Crawford
Strong Ordinary 2/Fast Ordinary 1 CR 3; Medium-size humanoid; HD 2d8+2 plus 1d8+1; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 25, touch 17, flatfooted 23 (+0 size, +2 Dex, +5 class, +8 equipment); BAB +2; Grap +4; Atk +4 melee (1d4+2/19-20, knife), or +5 ranged (2d8+0, M-16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL US Army, 3rd Infantry Division; SV Fort +3, Ref +3, Will -1; AP 1; Rep +0; Str 15, Dex 14, Con 13, Int 12, Wis 8, Cha 10.
Occupation: Military (Demolitions, Knowledge [Tactics])
Skills: Climb +2, Craft (structural) +3, Demolitions +3, Hide +2, Knowledge (Streetwise) +3, Knowledge (Tactics) +5, Move Silently +2, Profession +1, Repair +3, Treat Injury +1, Tumble +2
Feats: Advanced Firearms Proficiency, Personal Firearms Proficiency, Quick Reload, Weapon Focus
Possessions: Interceptor Body Armor with Inserts and Ballistic Helmet, knife, M-16A2 with 4 clips of 30 round of 5.56 left, canteen, first aid pouch

PV2 John Turner
Strong Ordinary 1 CR 1; Medium-size humanoid; HD 1d8+1; HP 6; Mas 13; Init +2; Spd 30 ft; Defense 21, touch 13, flatfooted 19 (+0 size, +2 Dex, +1 class, +8 equipment); BAB +1; Grap +3; Atk +3 melee (1d4+2/19-20, Knife), or +3 ranged (2d8+0, M-16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL US Army, 3rd Infantry Division; SV Fort +2, Ref +2, Will +0; AP 0; Rep +0; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.
Occupation: Military (Navigate, Survival)
Skills: Climb +2, Craft (structural) +3, Knowledge (Streetwise) +3, Knowledge (Tactics) +3, Navigate +3, Profession +2, Repair +3, Survival +2
Feats: Advanced Firearms Proficiency, Combat Martial Arts, Personal Firearms Proficiency
Possessions: Interceptor Vest with Plates and Ballistic Helmet, Knife, M-16A2 with 2 clips of 30 rounds of 5.56 left, canteen, compass

Jane Thelsmen
Charismatic Ordinary 3 CR 3; Medium-size humanoid; HD 3d6+-3; HP 8; Mas 8; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +1; Atk +1 melee (1d4, 19-20 knife); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +1, Ref +3, Will +1; AP 1; Rep +2; Str 10, Dex 13, Con 8, Int 12, Wis 10, Cha 15.
Occupation: White Collar (Diplomacy, Knowledge [Business])
Skills: Bluff +6, Craft (visual art) +5, Craft (writing) +5, Diplomacy +6, Disguise +6, Gather Information +4, Handle Animal +3, Intimidate +3, Knowledge (Art) +4, Knowledge (Behavioral Sciences) +5, Knowledge (Business) +5, Knowledge (Civics) +4, Knowledge (Current Events) +4, Knowledge (Popular Culture) +6, Perform +3, Profession +6, Read/Write Language +4 (), Speak Language +2 ()
Feats: Deceptive, Defensive Martial Arts, Windfall
Possessions: Carving knife, purse, palm pilot, makeup, diamond wedding ring.

Don "Crusher" Gionni
Strong Ordinary 3/Tough Ordinary 1 CR 4; Medium-size humanoid; HD 3d8+3 plus 1d10+1; HP 24; Mas 13; Init +1; Spd 30 ft; Defense 15, touch 14, flatfooted 14 (+0 size, +1 Dex, +3 class, +1 equipment); BAB +3; Grap +5; Atk +5 melee (1d8+3, Brass Knuckles), or +4 ranged (2d6, 9mm Glock); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL None; SV Fort +4, Ref +2, Will +1; AP 2; Rep +0; Str 15, Dex 12, Con 13, Int 12, Wis 10, Cha 13.
Occupation: Criminal (Disable Device, Knowledge [Streetwise])
Skills: Climb +4, Craft (structural) +3, Disable Device +7, Drive +2, Intimidate +2, Knowledge (Current Events) +3, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +6, Knowledge (Tactics) +3, Profession +4, Spot +1
Feats: Brawl, Improved Brawl, Personal Firearms Proficiency, Streetfighting
Possessions: Leather Jacket, Brass Knuckles, 9mm Glock with 1 clip left, wallet.

Jonathan Glanville
Smart Ordinary 2/Dedicated Ordinary 1 CR 3; Medium-size humanoid; HD 2d6+2 plus 1d6+1; HP 14; Mas 13; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +1; Grap +1; Atk +1 melee (+0/,), or +3 ranged (2d6+0, 9mm Glock); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL USA; SV Fort +2, Ref +2, Will +2; AP 1; Rep +2; Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 12.
Occupation: White Collar (Computer Use, Knowledge [Technology])
Skills: Computer Use +7, Craft (chemical) +5, Craft (electronic) +5, Craft (writing) +3, Disable Device +4, Investigate +5, Knowledge (Business) +5, Knowledge (Civics) +4, Knowledge (Current Events) +3, Knowledge (Physical Sciences) +7, Knowledge (Popular Culture) +3, Knowledge (Technology) +9, Profession +3, Repair +3, Research +3, Sense Motive +0, Spot +2, Treat Injury +1
Feats: Educated (Knowledge [Physical Sciences], Knowledge [Technology]), Personal Firearms Proficiency, Run
Possessions: Suit, cell phone, 9mm Glock with 2 clips

Zombies

Classic Zombie

Strong Ordinary 1 CR 1/2; Medium-size humanoid; HD 2d12; HP 19; Mas --; Init +1; Spd 20 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 Natural Armor); BAB +2; Grap +6; Full Atk +4 melee (1d6+2, 2 slams), or +3 melee (1d4+1, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Feeding Frenzy, Location Vulnerability, Break Through, Killing Bite, Move or Attack Option Only, Not the Face, Run Through Dining, Undead Traits; AL none; SV Fort +3, Ref +1, Will +0; AP 2; Rep +0; Str 15 (+2), Dex 13 (+1), Con --, Int 3 (-4), Wis 10 (+0), Cha 2 (-4).
Occupation: Rural (Handle Animal, Repair)
Skills: Handle Animal -3, Hide +5, Listen +2, Move Silently +5, Search +2, Spot +2, Repair -3
Feats: Multi-Attack, Toughness, Weapon Focus (Bite)

Sprinter Zombies

Tough Ordinary 1 CR 4; Medium-size humanoid; HD 2d12; HP 25; Mas --; Init +7; Spd 120 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +2; Grap +9; Atk +5 melee (1d6+3, slam), or +4 melee (1d4+1 plus zombie infection, bite); Full Atk +5 melee (1d6+3, 2 slams) and +4 melee (1d4+1 plus zombie infection, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Feeding Frenzy, Location Vulnerability, Break Through, Run Through Dining, Killing Bite, Not the Face; AL none; SV Fort +3, Ref +3, Will +0; AP 4; Rep +0; Str 16 (+3), Dex 17 (+3), Con --, Int 3 (-4), Wis 10, Cha 1 (-5).
Occupation: Blue Collar (Drive, Craft [structural], Repair)
Skills: Craft (structural) -2, Drive +5, Hide +7, Listen +4, Move Silently +7, Search +2, Spot +4, Repair -2
Feats: Alertness, Improved Initiative, Pounce, Toughness, Weapon Focus (Bite)

Child Zombies

CR 4; Small-size humanoid; HD 2d12; HP 13; Mas 11; Init +5; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+1 size, +1 Dex, +2 Natural Armor); BAB +2; Grap +6; Atk +2 melee (1d4, slam), or +1 melee (1d2 plus zombie infection, bite); Full Atk +2 melee (1d4, 2 slams) and +1 melee (1d2 plus zombie infection, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Location Vulnerability, Sucker-Bite, Break Through, Killing bite, Not the Face; AL none; SV Fort +0, Ref +4, Will +0; AP 4; Rep +0; Str 10 (+0), Dex 11 (+1), Con --, Int 4 (-3), Wis 10 (+0), Cha 3 (-5).
Skills: Hide +11, Listen + 6, Move Silently + 11, Search + 4, Spot +6
Feats: Alertness, Improved Initiative, Pounce, Stealthy, Weapon Focus (Bite)

Zombie Infection

The bite of a zombie is inevitably fatal, death and Rising occur within 72 hours (48+2d12 hours).

Zombie Qualities

Damage Immunity: Immune to piercing and bludgeoning damage that does not strike the head. Slashing weapons only do half damage. Zombies also only take 25% damage from acid or fire.

Deadly Bite (Ex): Full Str Bonus to bite.

Feeding Frenzy: When faced with fresh blood, or when having bitten a grappled opponent, succeed at a Will save (DC 15), or enter a feeding frenzy. In such a state, the zombie will ignoring all other targets and all wounds it receives. It gains an additional +4 to all grapple checks plus ability score bonuses (in brackets). While in a frenzy, the zombie can charge.

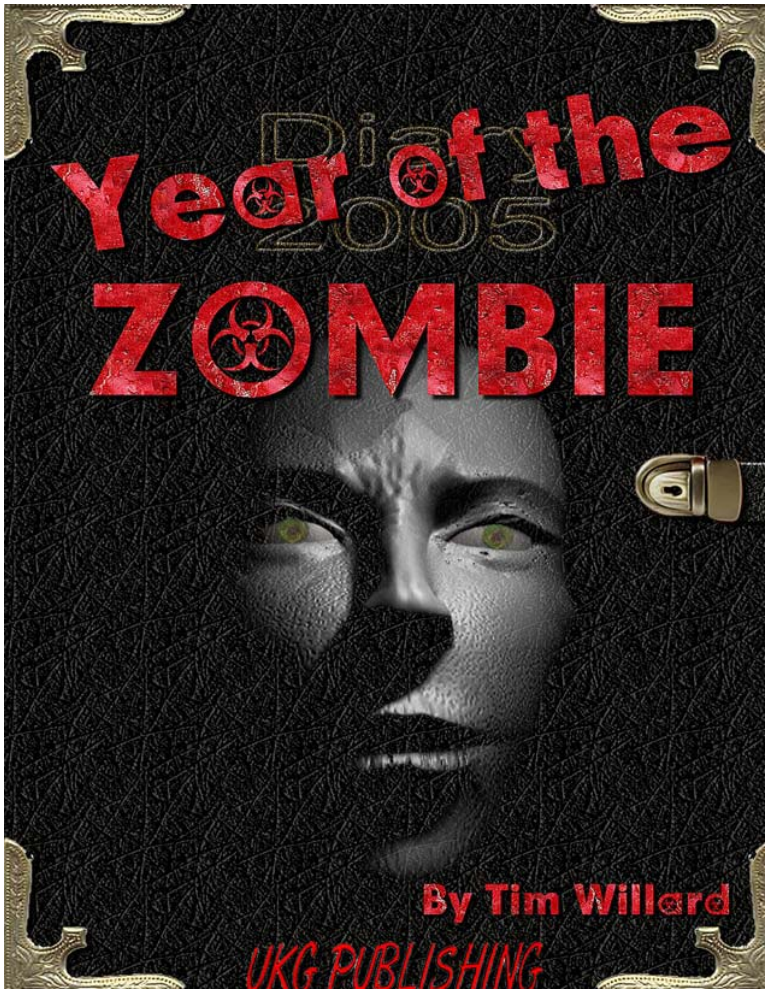
Location Vulnerability: When struck in the head, the zombie takes damage directly to Hit Points, ignoring Damage Reduction and Damage Immunity.

Move or Attack Action Only (Ex): A zombie can perform only a single move action or its attack action on its turn. A zombie cannot charge unless it is in a Feeding Frenzy.

Action Points

Zombies ignore the rule that a creature may only spend one action point per round. A zombie may only use them for the following:

Break-Through (Ex); One action point - the zombie deals double damage to a barrier.
Killing Bite (Ex): One action point - confirm any critical hit on a bite without rolling.
Not the Face! (Ex): Two action points - force an attacker to reroll any attack that would have killed it.
Run-Through Dining (Ex): Two action points - a Sprinter may ignore 5 points of hardness of a barrier.
Sucker-Bite (Ex): One action point, - appear to be a normal child, requiring a Spot check (DC 15) to tell otherwise.



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